iRB 1.1 User Manual

Section 1. Introduction

1.1. What is Chyron iRB?

iRB is Chyron's ***Intelligent Rundown Builder***. iRB is an option for Chyron's CAMIO server and provides the same type of drag-and-drop workflow as is found exclusively in MOS (Media Object Server) -based Newsroom Computer Systems such as Avid iNews or AP's ENPS. iRB brings the same MOS workflow to anyone with a PC and Internet Explorer on your facility's LAN.

1.2. Who needs iRB?

Television stations and production facilities performing any type of video production without a newsroom system can use iRB. Facilities *with* a newsroom system can use iRB in parallel with that system to provide equivalent capabilities to users outside of the newsroom. Promotion and Public Affairs departments, even Sports remote crews are thus able to create graphics using CAMIO's powerful resources.

1.3. What is required to use iRB?

In order to use iRB, the following components must be installed:

On the CAMIO server:

- CAMIO 3.2.0.0 (or higher) software
- iRB Software Option
- Lyric Templates for LUCI
- .NET Framework 3.5
- Microsoft SQL Server (or MSDE)
- Internet Information Services (IIS)

On the User PC Workstation:

- LUCI ActiveX Client 2.1.0.14 (or higher)
- Internet Explorer 7.0 (or higher)
- Microsoft Silverlight 3.0 (or higher) http://www.microsoft.com/silverlight/resources/install.aspx

Instructions for installing iRB may be found in Chyron Document Number 2A12331, ***iRB Installation Instructions****.*

1.4. What is not required to use iRB?

Since iRB does not work through the newsroom system, *no iNews MOS gateway is required* for iRB to function. Even though the CAMIO workflow may be utilized in the newsroom, iRB functions as its own MOS Gateway, even when CAMIO is supporting both Newsroom and iRB workflows simultaneously. The iNews MOS Gateway is required only for Rundowns created inside of iNews Newsroom systems.

1.5. Is the iRB option licensed per Seat or User?

Chyron does not charge per Seat or User to install or use the LUCI ActiveX client. The license agreement allows installation of the LUCI ActiveX client on every computer in your facility. iRB requires the **Silverlight** plugin, which is distributed free of charge by Microsoft.

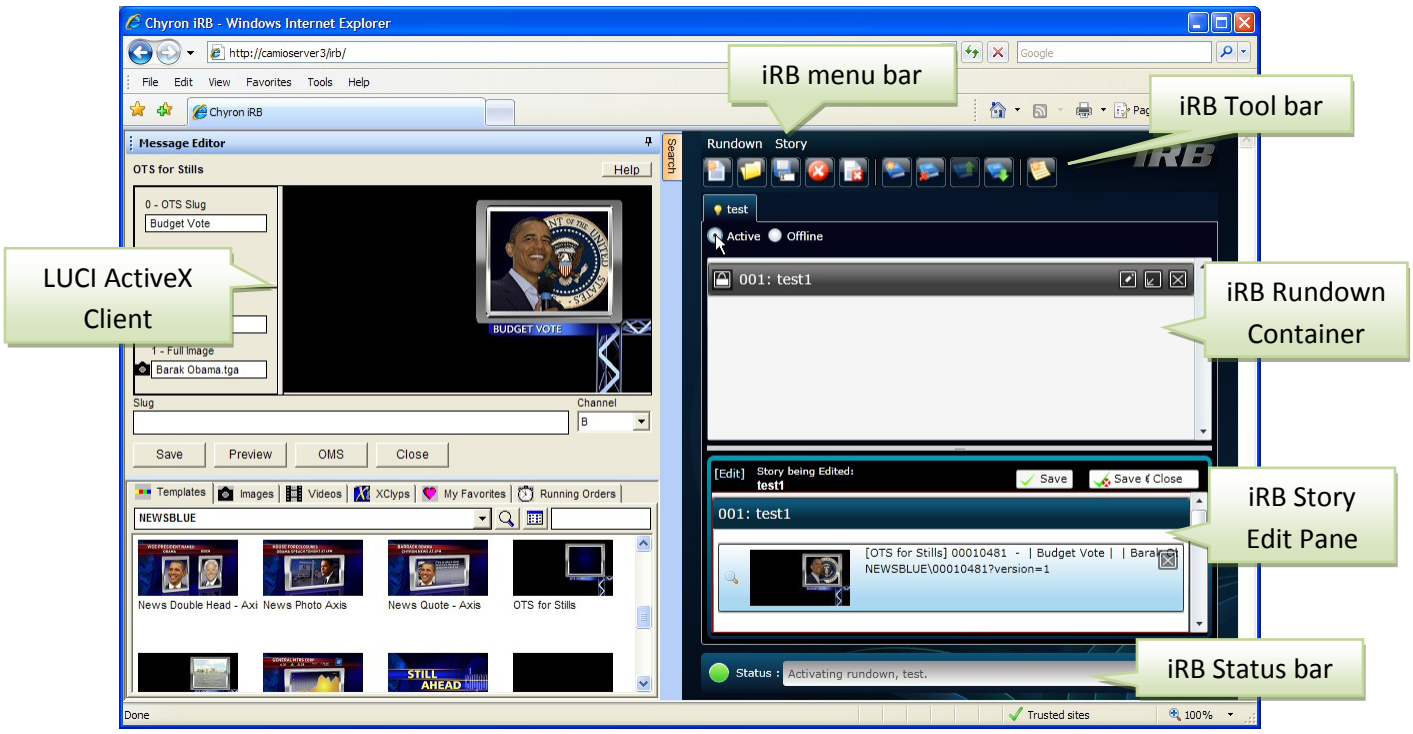
1.6. Can CAMIO support a Newsroom System and iRB at the same facility?

iRB supports both types of workflow running simultaneously. Television stations and production facilities are busy sites, constantly engaged in a wide range of production tasks. Chyron recognizes that some facilities do not already have a Newsroom Computer System in place. The goal of iRB is to bring the drag-and-drop workflow benefits of MOS to all areas of your facility, providing a streamlined, efficient workflow experience similar to that of a Newsroom Computer System.

Section 2. iRB user interface components

Operating the iRB option is discussed in Section 3. Here, the components of the iRB interface are described.

Once iRB is launched (see Section 3) Internet Explorer should displays the iRB interface. The left side should display the LUCI ActiveX client and the right side will show the iRB Section. The proportions of the screen devoted to the LUCI ActiveX client and the iRB Rundown are fixed. The size of the Browser window will affect the size of each component proportionately.



2.1. LUCI ActiveX Client

The LUCI browser will display the CAMIO context(s) and asset types that the current LUCI User has permission to view. To change the contexts and other assets displayed in LUCI, ask your CAMIO administrator to adjust the USER settings in CAMIO accordingly. The LUCI ActiveX Client's behavior in iRB is similar to its behavior in a Newsroom Computer System. Double-click on a template's thumbnail, and the Message Editor window appears. Enter the appropriate information in the Text , Image and Movie fields in the Message Editor and click on the **Preview** button to render the composition. Once the composition is acceptable, it can be dragged into an active Story in iRB.

2.2. iRB Section

On the right side of the iRB Interface there are a menu bar, a tool bar, the iRB Rundown Container, the iRB Story Container and the iRB Status bar. They are explained in detail in following sections of this document.

2.2.1. iRB Rundown Operations

The iRB workflow has five basic operations relating to the opening, closing or saving of Rundowns. The Rundown operations can be performed via the iRB Menu bar or the iRB Tool bar, as well as the keyboard shortcuts shown below.

New Rundown (Ctrl+Shift+N)
Click to create a new empty Rundown which may be filled with new stories.

Open Rundown (Ctrl+Shift+O)
Click to Open an existing Rundown, which may already contain stories.

Rundown Save As (Ctrl+Shift+A)
Click to save the current Rundown using a different name. As changes are made to stories in the Rundown, the Rundown is automatically saved with the same name.

Delete Rundown (Ctrl+Shift+D)
Click to permanently remove the current Rundown from the iRB system.

Close Rundown(Ctrl+Shift+C)
Click to close the Rundown for the current user.

2.2.2. iRB Story Operations

The iRB workflow has two levels of Story operations; Story Management and individual Story Status/Editing.

2.2.2.1. Story Management

Story Management has four basic functions relating to the creation, removal or visibility of stories. Story (or script) operations can be performed via the menu bar, tool bar or the keyboard shortcuts shown below.

New Story (Ctrl+Shift+T)
Click to create a new, empty Story in the current Rundown.

Remove Story(Ctrl+Shift+R)
Click to remove the current Story from the current Rundown.

Float Story(Ctrl+Shift+L)
Click to Float (hide from playout) the current Story.

Unfloat Story(Ctrl+Shift+U)
Click to Unfloat (expose to playout) the current Story.

2.2.2.2. Story Status and Editing

Story Editing status indicators and functions relate to actions for editing an individual Story in a Rundown. The Story status and editing functions are shown on the title bar of the Story in the Rundown Container. A Story may only be edited by one user at a time.

2.2.2.3. Story Status

Locked

Displays the status of a Story as *Locked* (in use by another user). Items without this icon may be edited by the user. See Section 3.3 for more information on Stories in the Locked state.

Story ID

The Story ID is the optional Page Number and the Story title generated when a New Story is added to the Rundown.

2.2.3. Story Editing

Edit

Opens the current Story in the Story Pane for editing, if it is not currently locked by another user.

Expand

Expands the current Story to allow the user to view its content while in the Rundown.

Contract

Collapses the current Story in the Rundown to hide its content and show only its title bar.

Delete

Deletes the current Story from the Rundown. **NO UNDO FUNCTION**.

2.2.3.1. iRB Notes

When created, a Note is added to the bottom of the current Story, but can be dragged into other locations in the Story, as well as copied into other stories. Notes may be accessed via the Tool Bar icon seen here.

New Note

Click to create a new empty note at the bottom of the current Story. As mentioned above, the Note may be dragged to another location in the Story after it is created.

- A Note can only be created when a Story is open in iRB's Story Edit pane. The note must be Saved.
- To copy a Note, right-click on its title bar, and select Copy.
- A Note can only be Pasted into a Story that is open in the Story Edit pane.

2.2.4. iRB Menu Bar

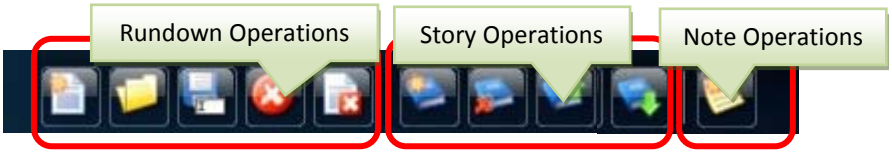
The iRB Menu Bar contains two items, **Rundown** and **Story**. These are the two types of containers that are used within iRB to create Running Orders. A Rundown is a collection of stories. The Story is a collection of graphics and Note objects generated by LUCI or iRB.

Rundown: The menu bar selections for Rundown are seen below.

Story: The menu bar selections for Story are seen below.

2.2.5. iRB Tool Bar

The iRB tool bar, located beneath the Menu bar, is comprised of three sections, The tool bar offers the **Rundown Operations**, **Story Operations** and **Note Operations** described previously.



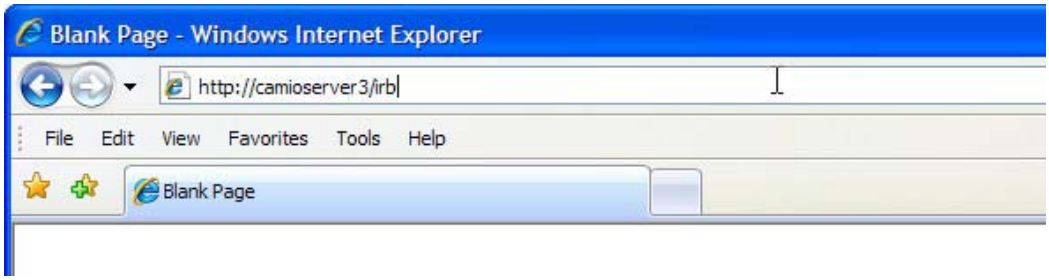
2.2.6. iRB Story Title Bar

An iRB Story's title bar specifies **Status**, **Story ID** and **Editing Operations**. The information displayed and functions offered are as described above.

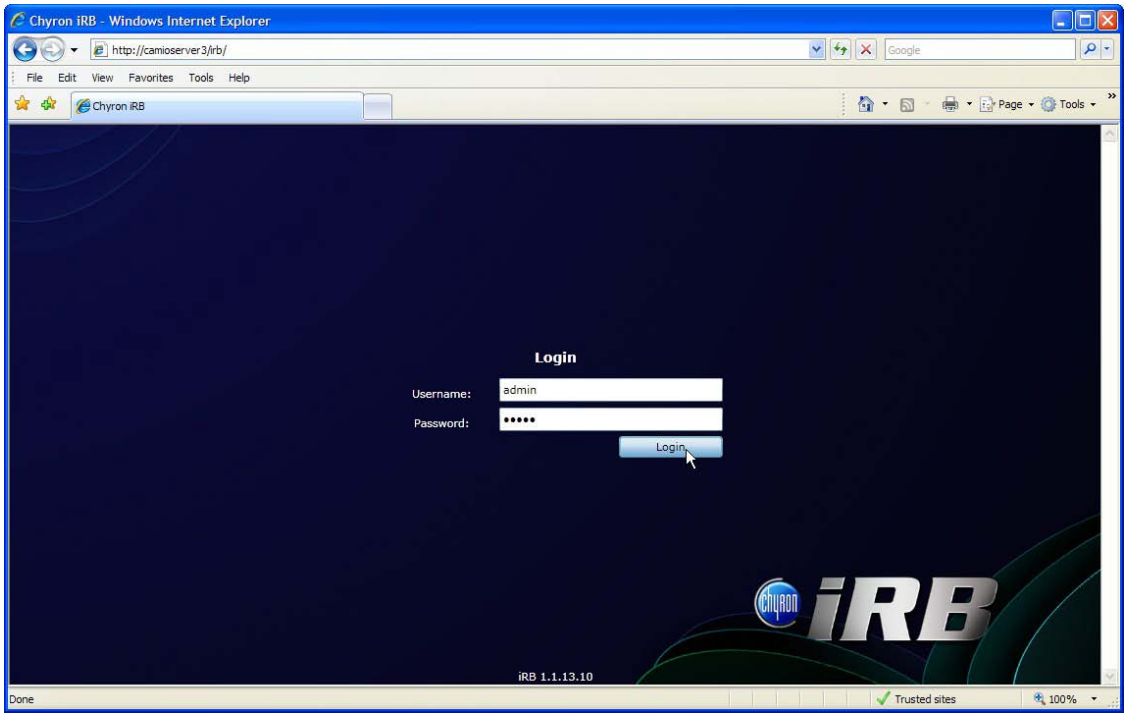
Section 3. Operating iRB

Launch Internet Explorer (referred to hereafter as **IE**) on a workstation that is connected to the same LAN as the CAMIO server. (Again, your CAMIO server should be configured with the iRB option and Microsoft Silverlight 3.0 or higher.) In IE's address field, enter **http://** followed by the name (or IP Address) of the host CAMIO server followed by a forward slash and the database name entered during the installation process (refer to Chyron Document Number 2A12331, **iRB Installation Instructions**). See the example below. Substitute the name (or IP Address) of the CAMIO server when <YOURCAMIOSERVERNAMEHERE> appears.

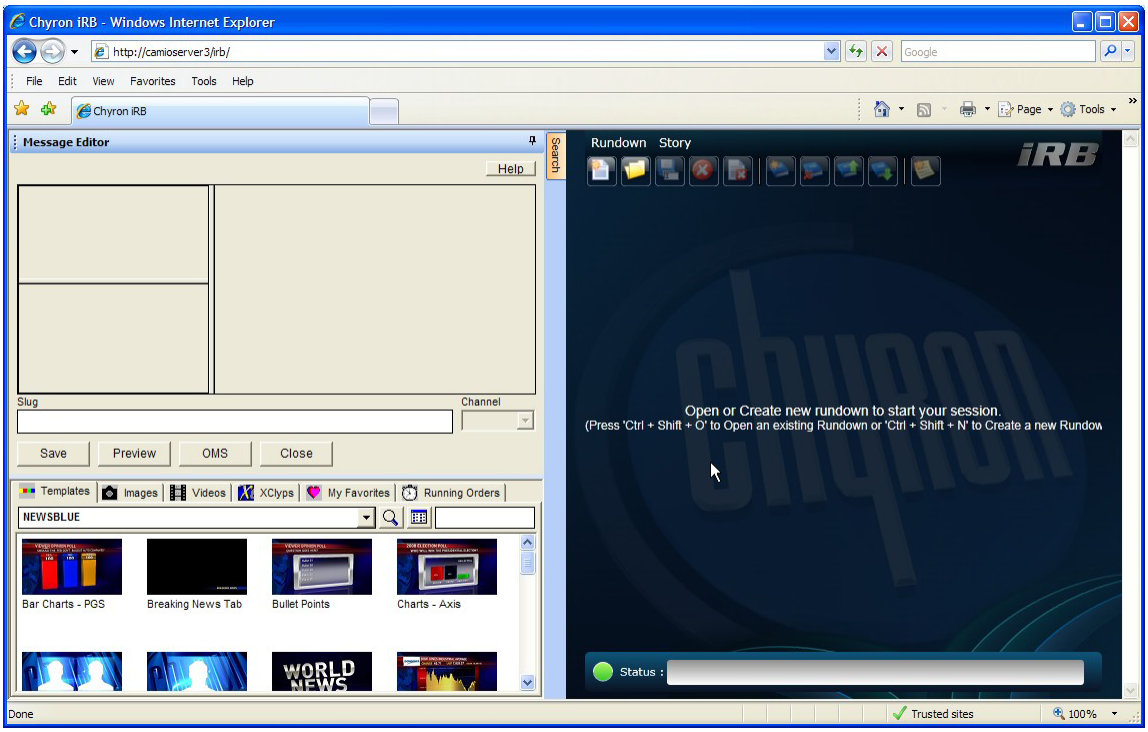
http://<YOURCAMIOSERVERNAMEHERE>/irb



The initial iRB page with login fields appears, prompting for username and password. The default username is: **admin** and the default password is **admin** . Click **Login** to continue.

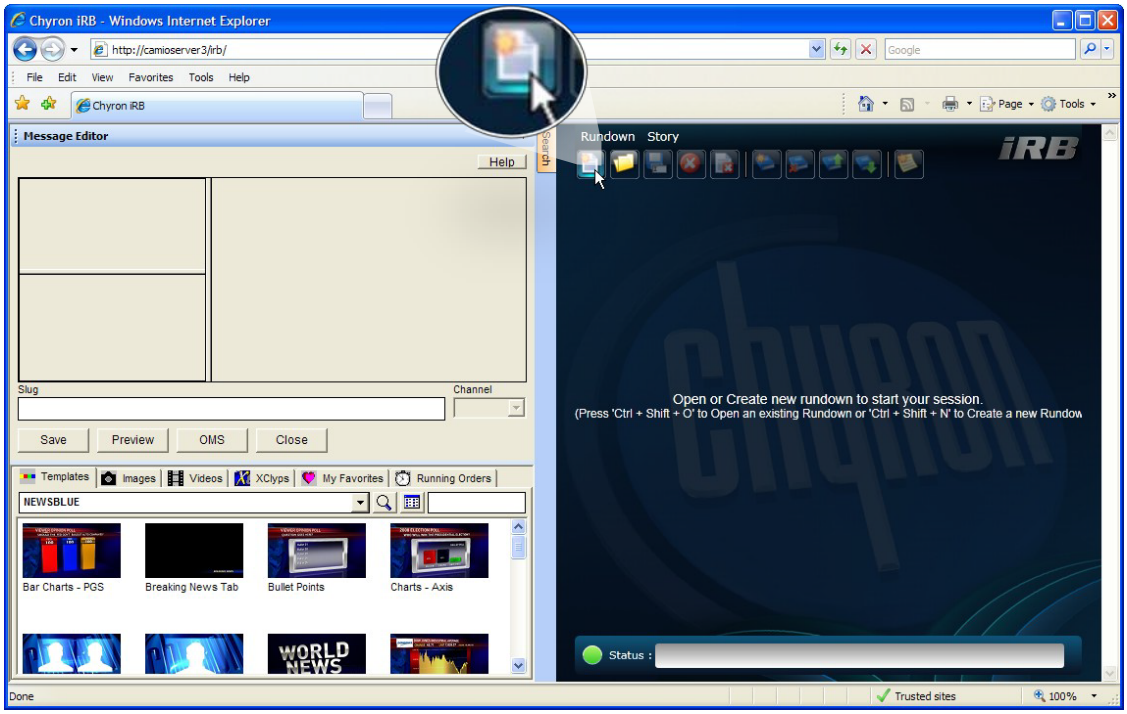


The iRB interface appears, with LUCI open on the left side of the browser window and an empty Rundown area on the right. The areas allotted to the LUCI ActiveX client and the iRB Rundown are fixed. However, the size of the Browser window will affect how much of each component is visible.



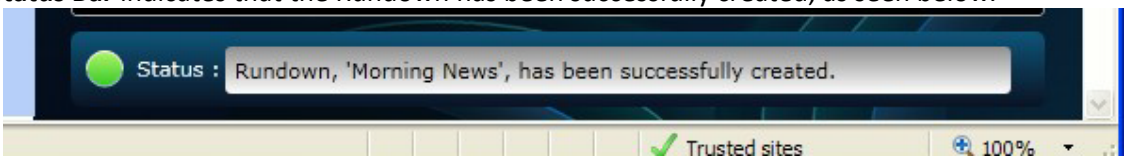
3.1. Creating a new iRB Rundown

To create a New (empty) Rundown, click on the **New Rundown** icon. The **Create Rundown** dialog box appears.



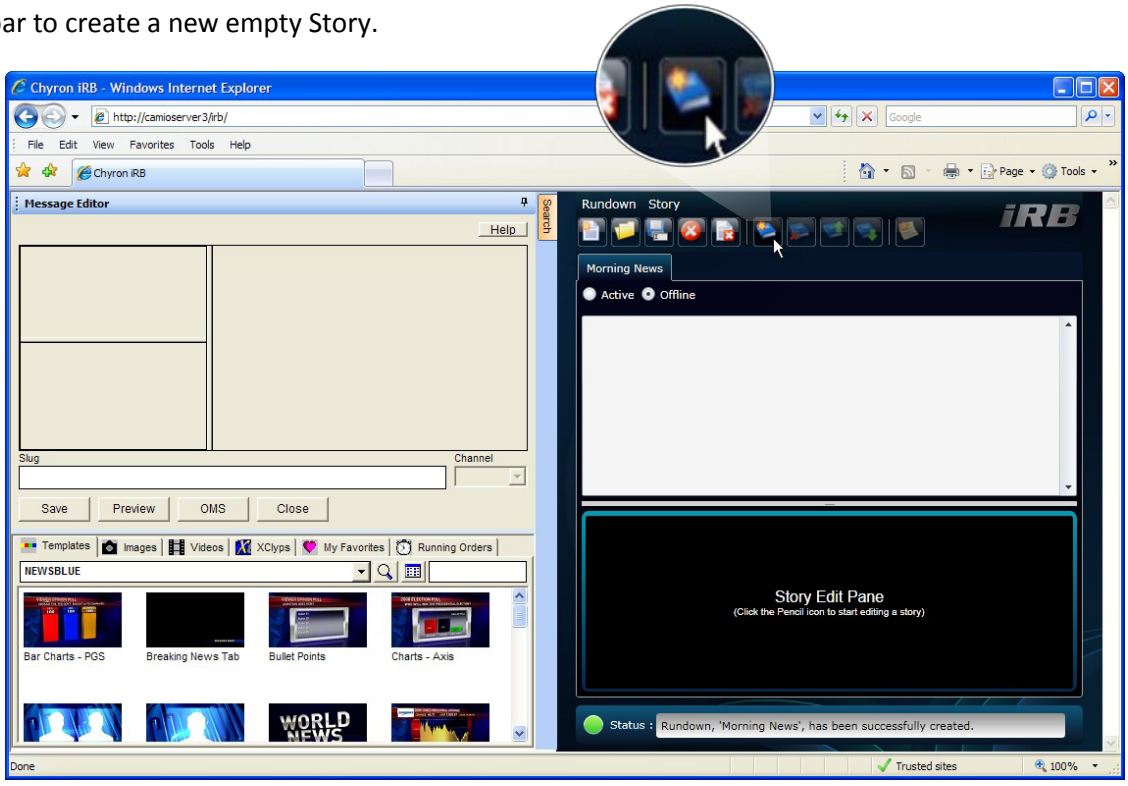
Enter a title for the new Rundown. Click **OK** to continue.

The **Status Bar** indicates that the Rundown has been successfully created, as seen below.

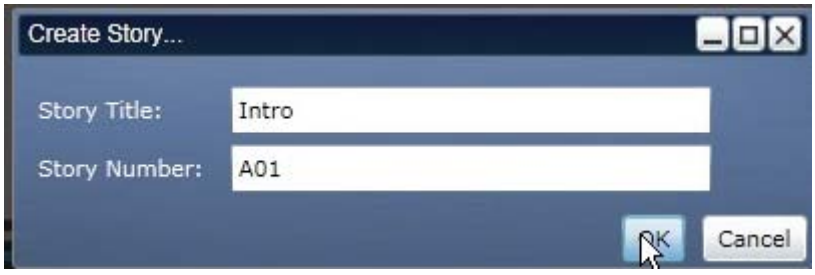


3.2. Creating a new Story in an iRB Rundown

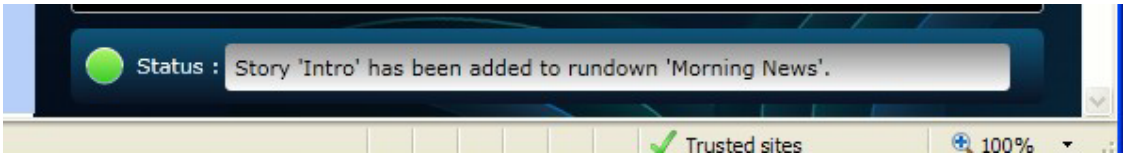
The iRB Rundown container will display the empty Rundown. Click on the **New Story** button on the toolbar to create a new empty Story.



The Create Story dialog box appears. Enter the **Story Title** and a **Story Number** if desired. Click **OK** to continue. The new, *empty* Story will appear in the Rundown Container.

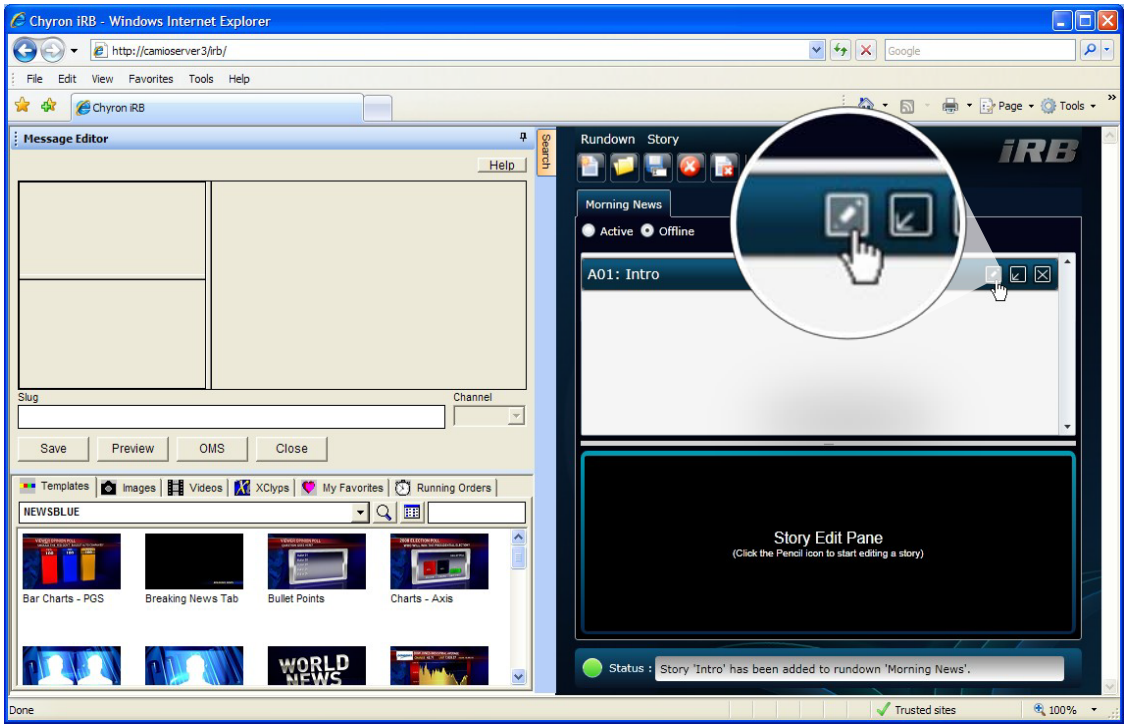


The **Status Bar** indicates that the Story has been added to the Rundown, as seen below.

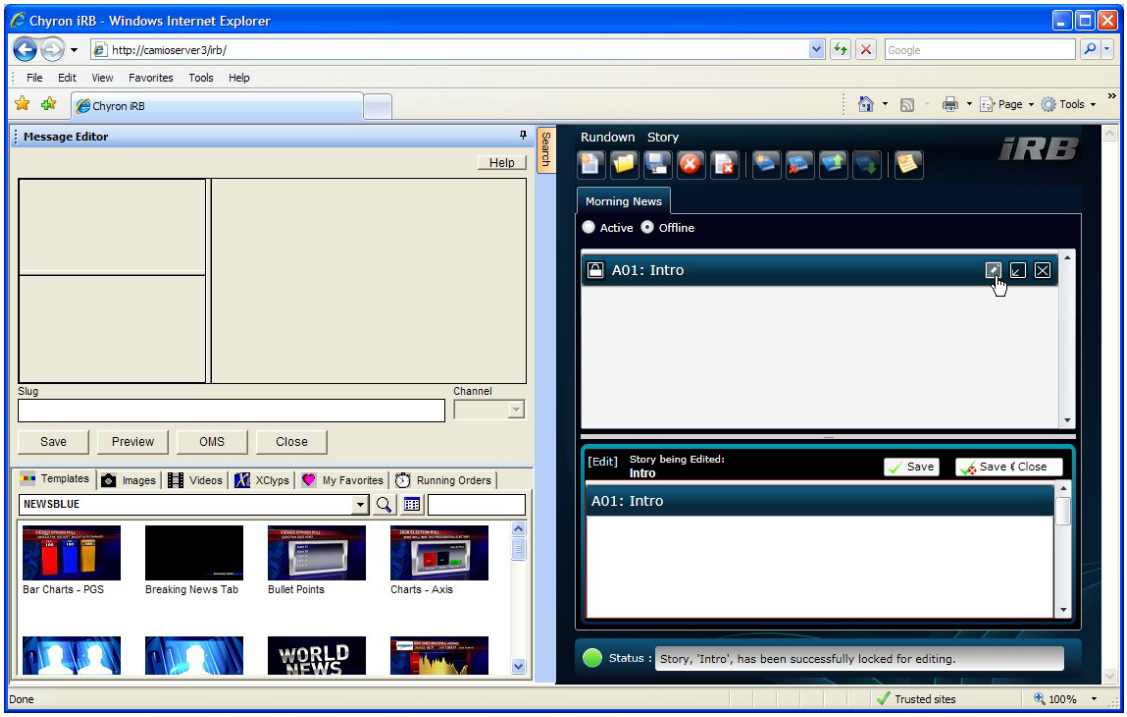


3.3. Editing/Opening a Story in an iRB Rundown

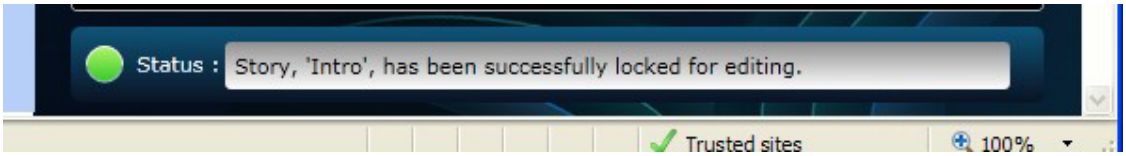
To begin working on a Story, locate the title bar of the Story in the Rundown container and click the **Edit** icon; this action opens the Story in the **Story Edit** pane. A Story can also be opened by double-clicking its title bar**.** Stories can only be modified in the Story Edit pane.



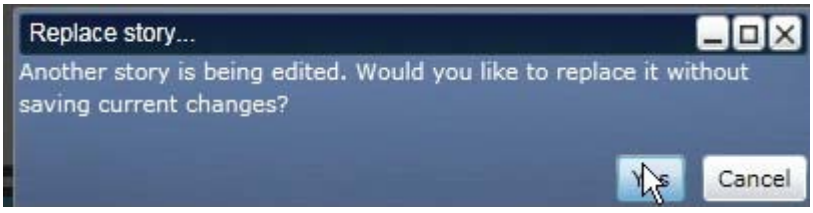
The selected Story appears in the Story Edit Pane, and is locked so no other user can edit it..



The Status bar indicates that the Story has been locked for editing. iRB allows only one user to edit a Story at a time. Another user may **view** the Story in the Rundown Container of the interface above the Story Edit pane.

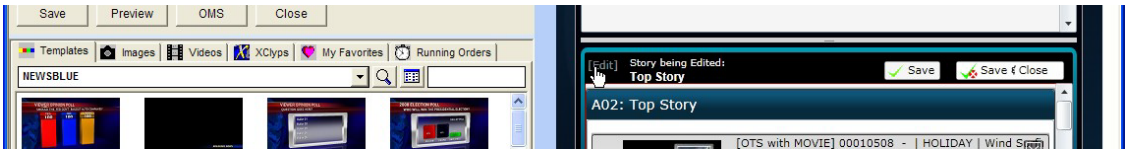


If a different Story is already open and not yet saved in the Story Edit pane, the **Replace Story** dialog box will appear, prompting the user to confirm replacement of the existing Story without saving changes. Click **YES** to continue, or **CANCEL** to revert to the original script and save changes before opening a new script.

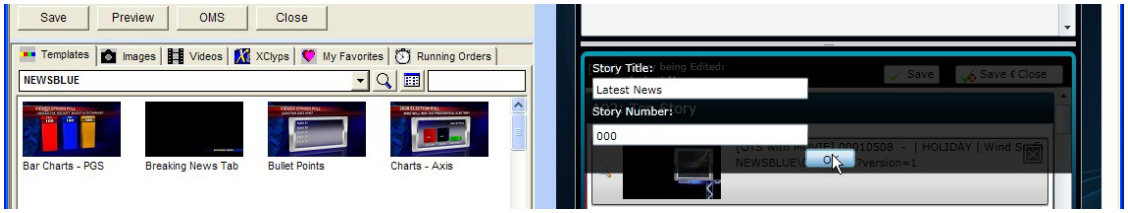


3.4. Renaming or changing the Story ID of the iRB Story

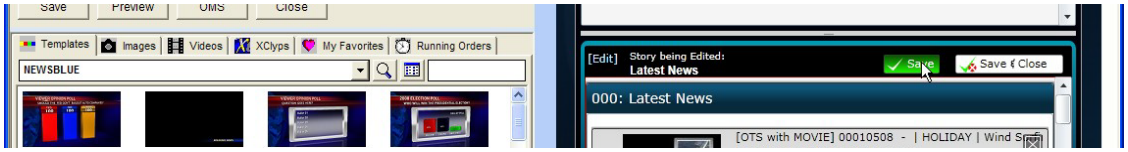
To change the Story ID of the current Story, click **EDIT** in the Story's title bar.



A dialog box appears, displaying the current Story Title and Story Number. Enter the desired new Story Title and Story Number and click **OK** to accept the changes.

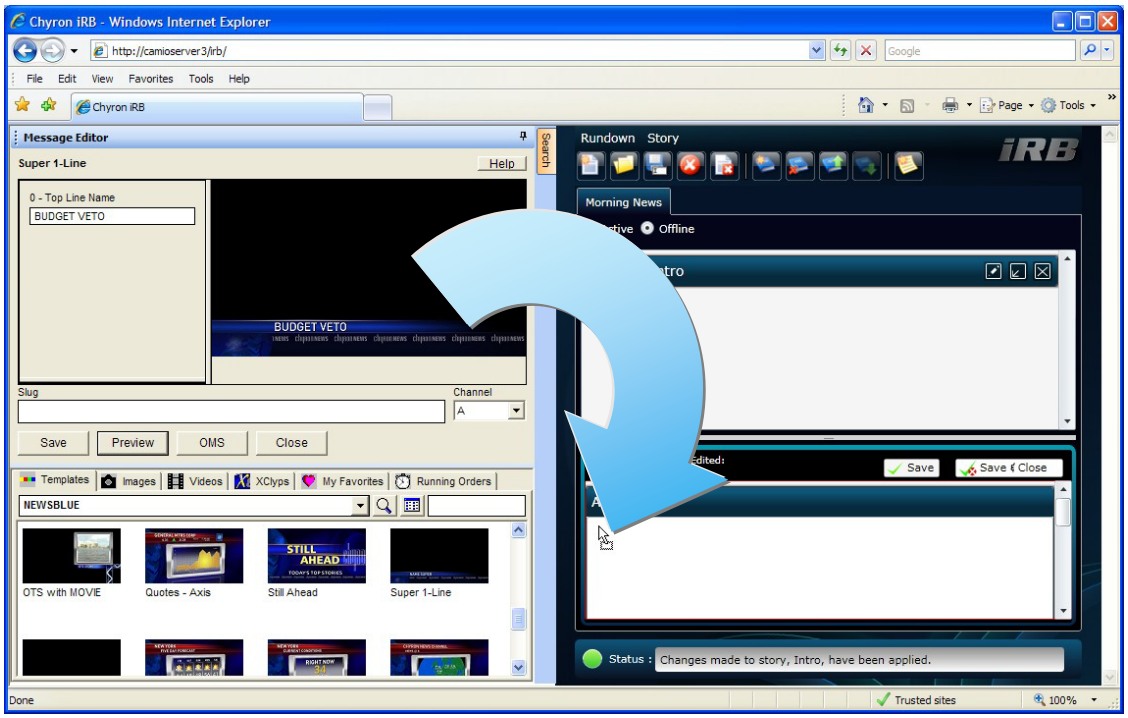


To publish these and any other changes to the Story to the iRB Rundown, click **SAVE**.

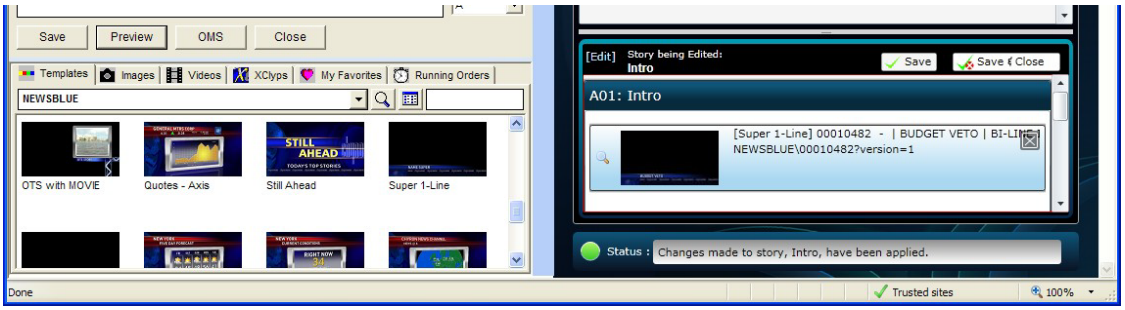


3.5. Adding and working with LUCI graphics in an iRB Story

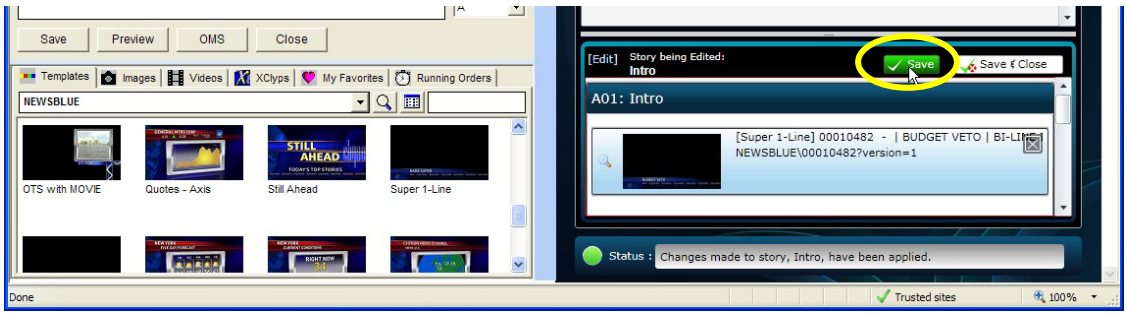
In LUCI, a new graphic may be created by double-clicking the thumbnail of the desired template and entering the needed information into the Message Editor's template fields. Click the new graphic's thumbnail in the Message Editor, and drag and drop the thumbnail into the current Story.



Once the LUCI graphic has been dropped into the Story, it will be displayed as a MOS object on a blue background. The MOS object for the graphic will display a thumbnail, rendered from the CAMIO server, and the MOS abstract as it has been configured in CAMIO.

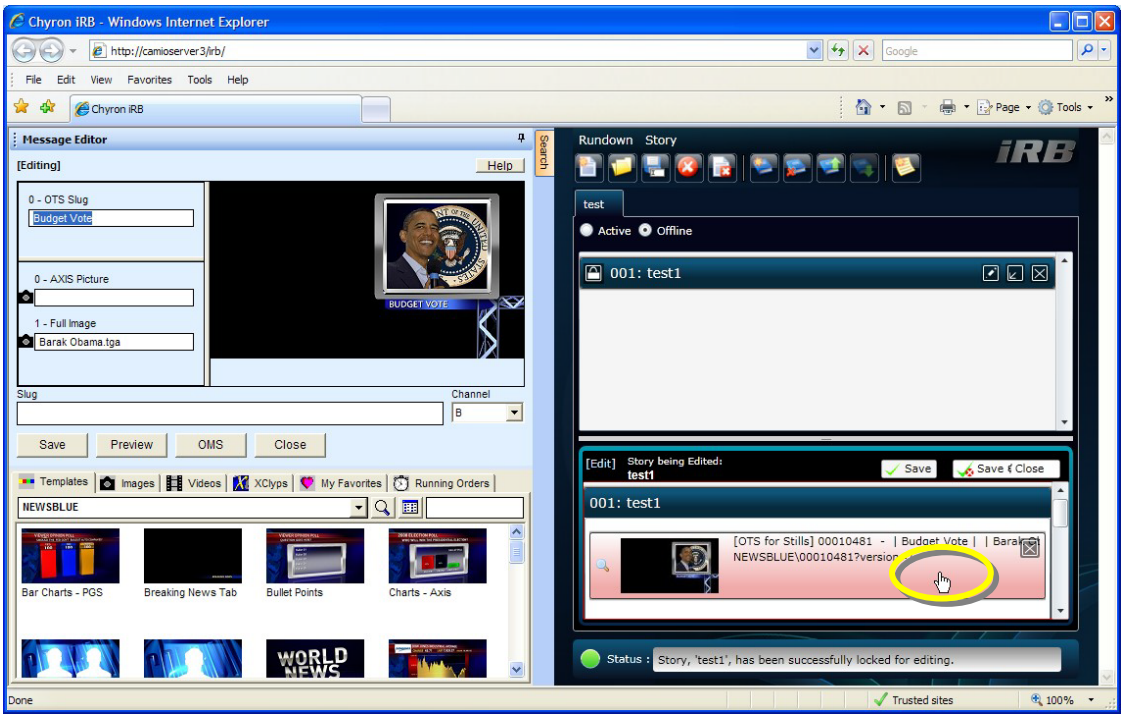


Clicking **SAVE** will save the current Story in the Rundown. Note that more graphics may be added to the Story. Clicking **SAVE & CLOSE** will save the current Story and close it; this action also unlocks the Story for editing by another user. After a given Story is saved and closed, a different Story from the Rundown can be opened and edited by the local user.

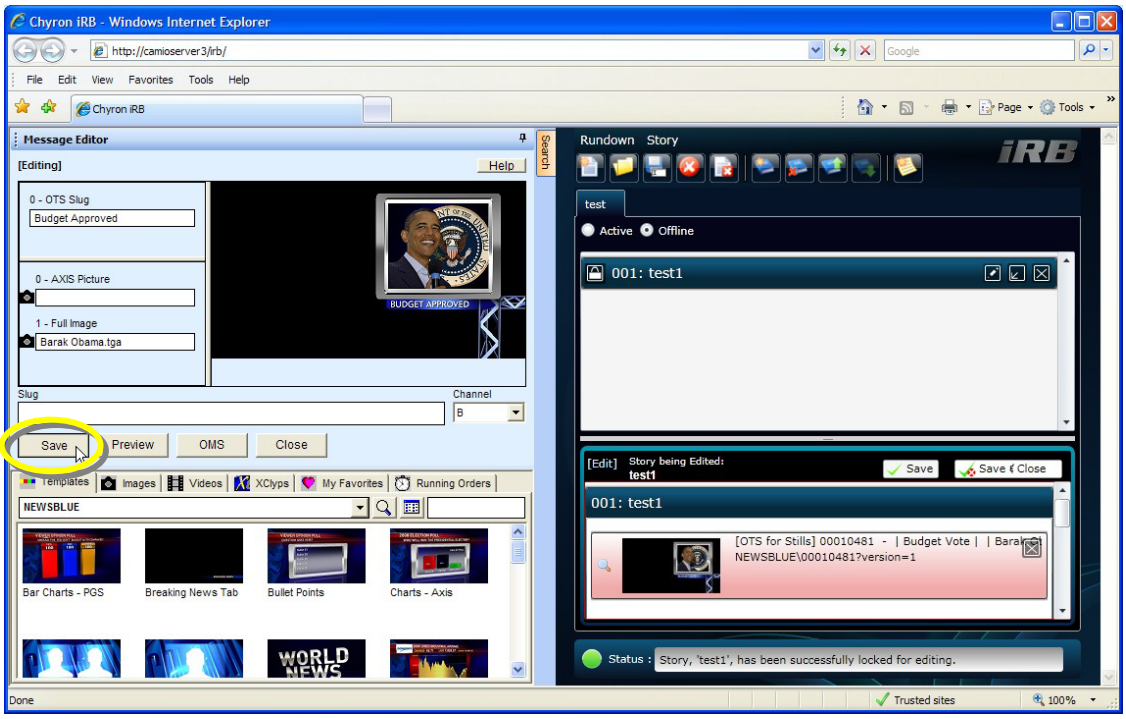


3.5.1. Editing graphics in an iRB Story in LUCI

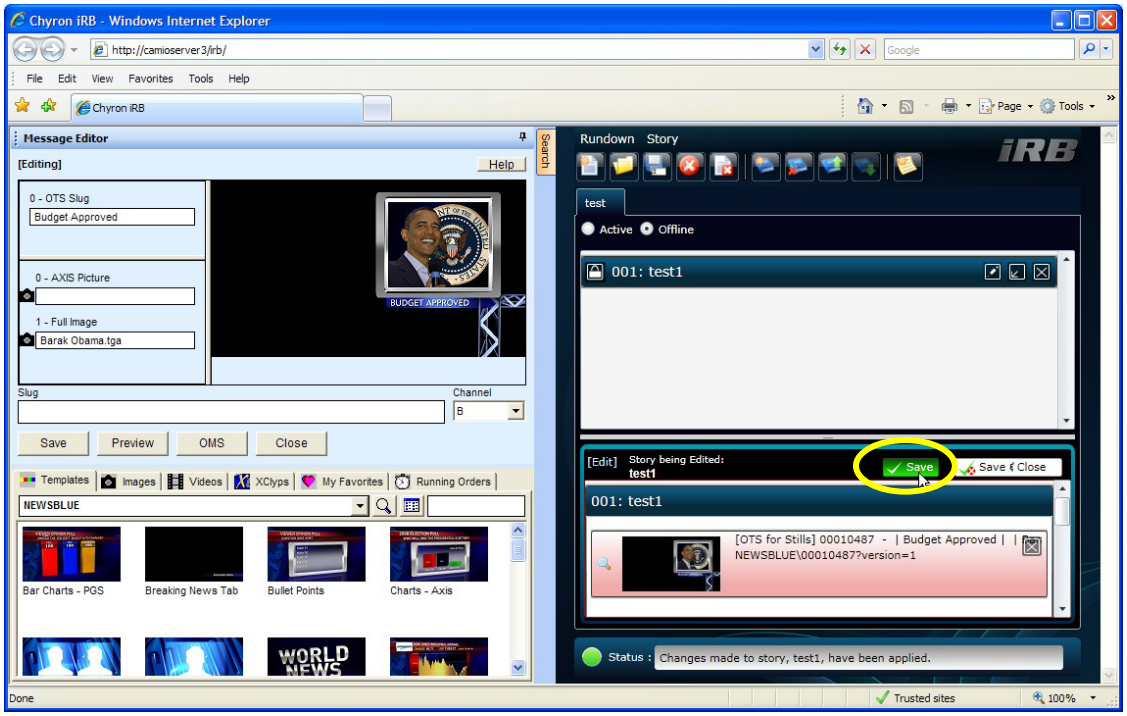
To edit/modify a graphic in the current Story, double-click the MOS object in the script. The background of the MOS item for the graphic will change from blue to pink. The graphic will open in the LUCI Message Editor, which will have a blue background to indicate that a message is being edited.



Use the LUCI Message Editor to change items in the graphic. Click on the **SAVE** button in the LUCI pane to accept changes in the graphic and publish the revised graphic back into the Story in iRB.

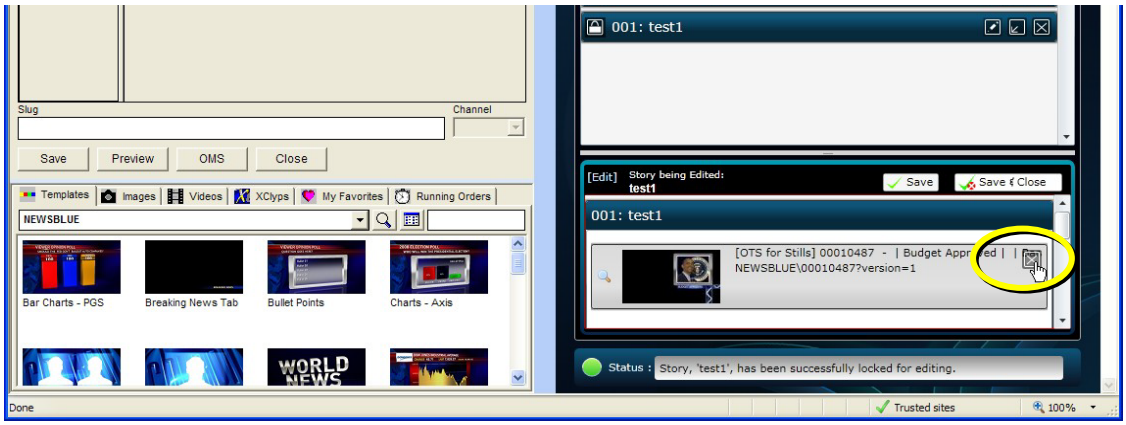


The information about the updated graphic will appear in the MOS Object. Clicking the **SAVE** button on the Story item in the iRB pane will automatically publish the updated graphic to the Rundown.



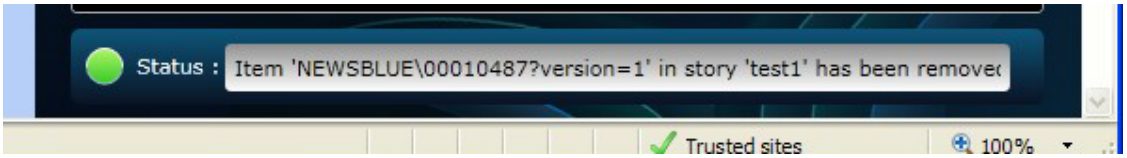
3.5.2. Deleting a Graphic in an iRB Story

To delete a graphic from the current Story, click the **Delete** icon, circled below, in the upper-right corner of the MOS object for the graphic.

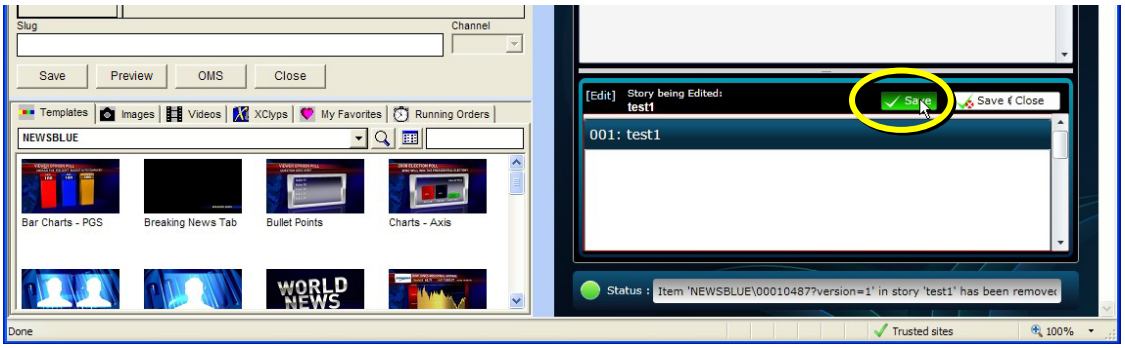


iRB will request confirmation before deleting the graphic from the Story, as seen below. Click Yes. The name of the item will be displayed in the format **CAMIO CONTEXT\MESSAGE ID**. (The MOS object's ID is formatted identically.) NOTE that there is **no UNDO** for the action of deleting a graphic or note from a Story.

When a graphic is deleted from the Story, the Status bar will indicate that the graphic has been removed.

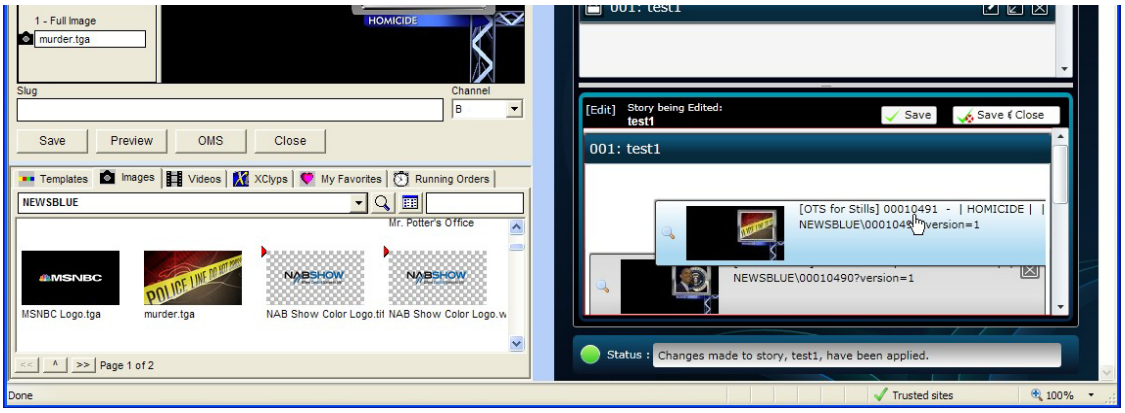


Once the graphic has been deleted from the Story, click **SAVE** (or SAVE & CLOSE) for to publish your Story changes to iRB and your system's playout devices.



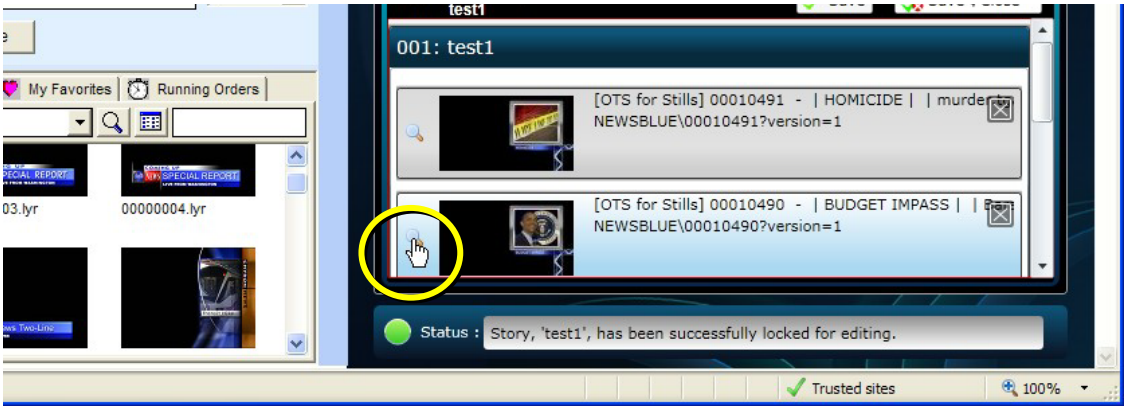
3.5.3. Reordering Graphics in an iRB Story

Multiple graphics in a Story may be reordered by dragging and dropping within the Story on the Story Edit pane. Click the graphic to be moved, and drag and drop it at the desired location within the Story. When all changes have been made to the Story be sure to click **SAVE** (or SAVE & CLOSE) to publish changes to iRB and your system's playout devices.



3.5.4. Previewing a Graphic in an iRB Story

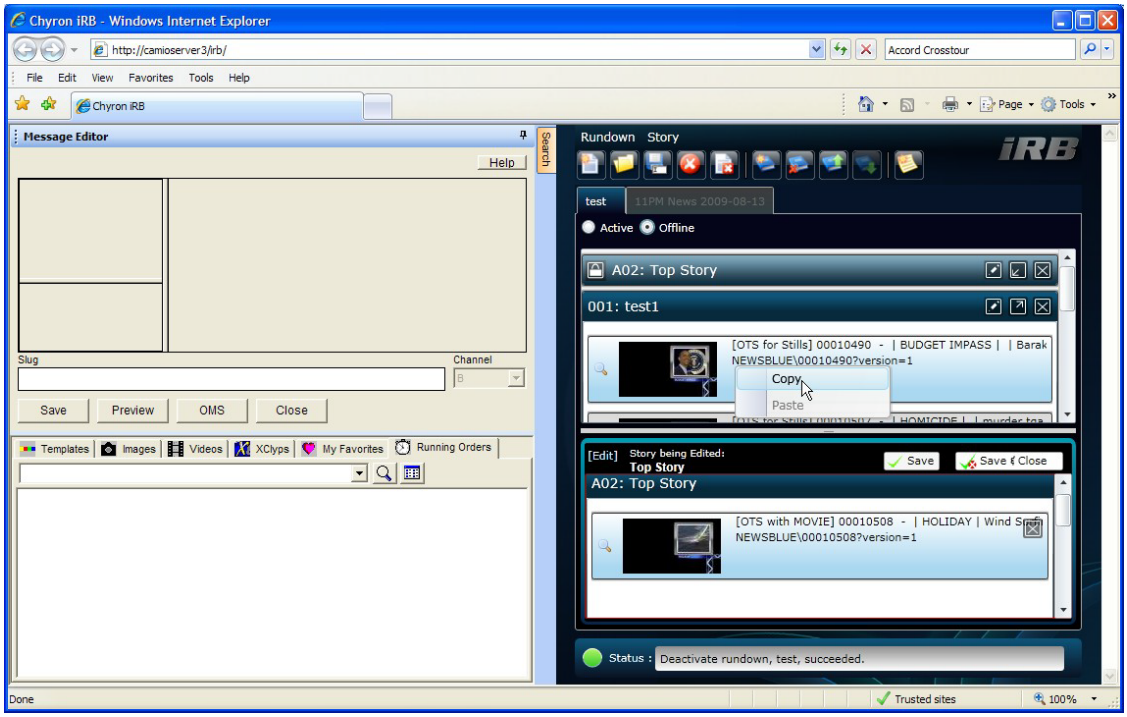
To preview a graphic in the Story, click the looking glass icon to the left of the thumbnail.



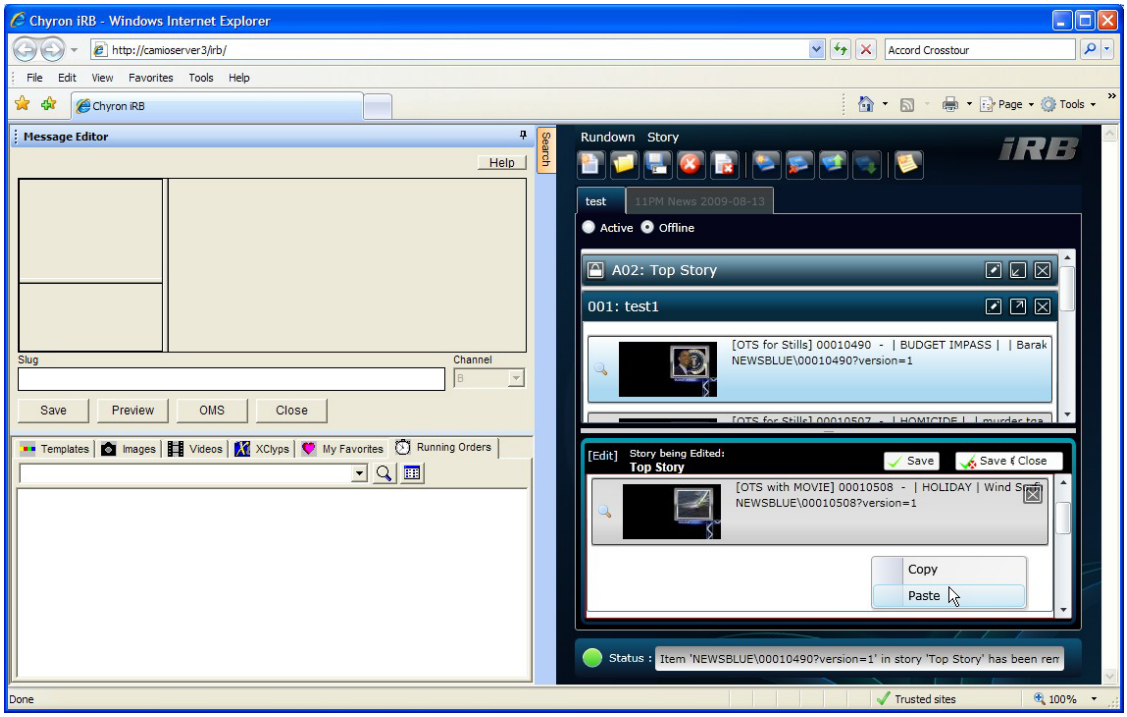
This will open a hi-resolution preview image of the graphic from the CAMIO server. To Close the Preview window, click **CLOSE** in the lower-right corner of the Preview window.

3.6. Copying an iRB Item

Graphic and Note Items may be copied from one Story to another. This may be done within the Story Edit Pane or while viewing an expanded Story in the Rundown. Right-click on the item to be copied, and select **COPY** from the right-click menu.



Next, move the cursor to the item's destination, and right-click to select **PASTE**. Click **SAVE** to publish the changes to the iRB Rundown.

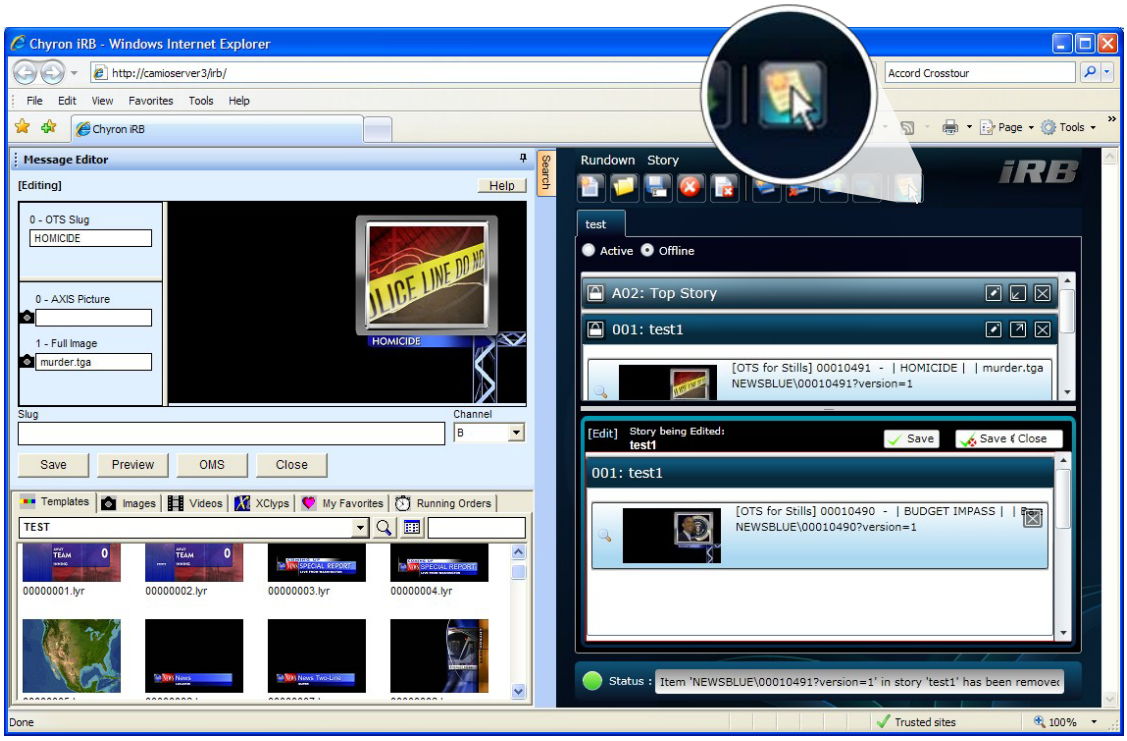


3.7. Working with Notes in an iRB Story

The Note function creates a Rich-Text Format (RTF) object which can be used to attach text-based information to a Story. Notes might be used for information such as Story context or production notes. The content of Notes is self-contained within the note object, and **cannot** be exported to prompters or other devices.

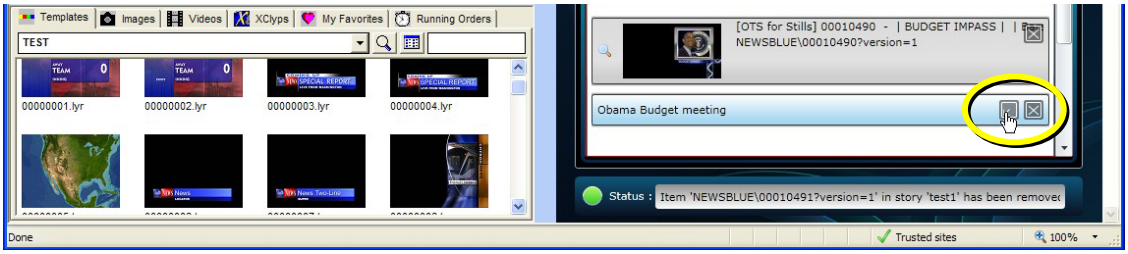
3.7.1. Adding a Note object to an iRB Story

With a Story open in the Story Editing Pane, click the **New Note** icon on the iRB tool bar.

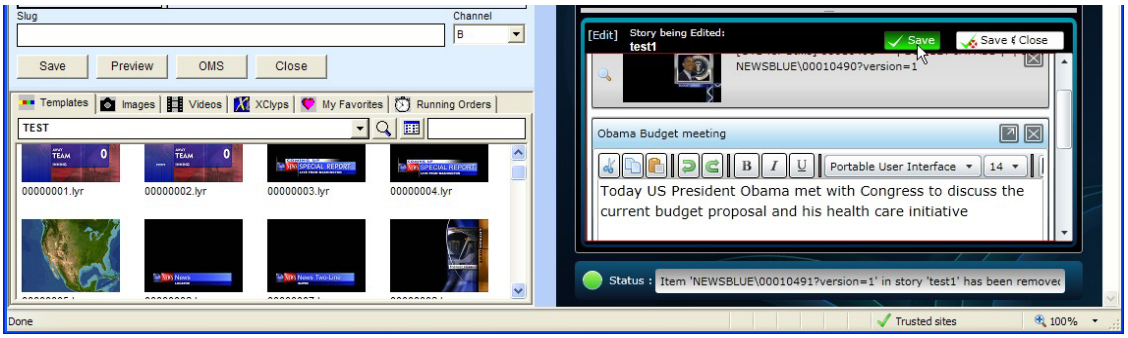


The **Add Note** pop up dialog box will appear, requesting a title for the Note object that will be inserted into the Story. Enter the desired title for the Note and click **OK**.

The Note object will appear as a title bar at the bottom of the current Story. To open and edit the Note object, click the *Expand* icon on the Note title bar.

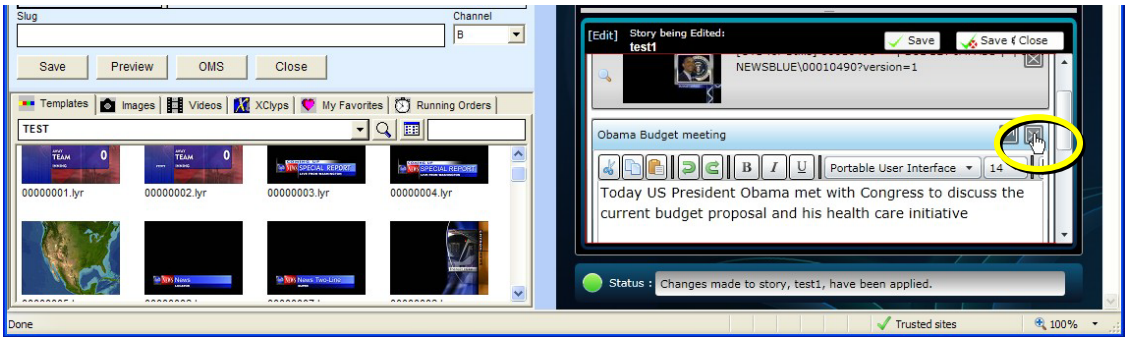


The Note object container has a standard Rich Text Formatting tool bar with basic RTF functions. Enter the desired text and format as needed. Click **SAVE** to publish the Story to the iRB Rundown and your system's playout devices.



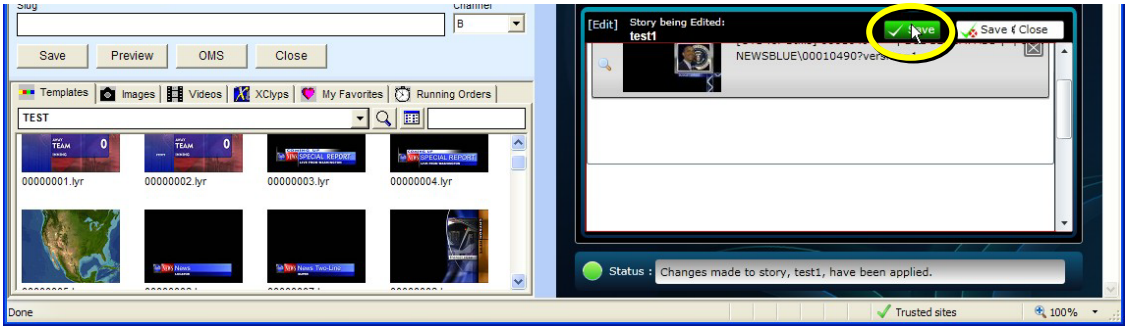
3.7.2. Deleting an Note object from the iRB Story

To delete a Note object from the current Story, click the Delete icon on the title bar of the Note object.



The Remove Item dialog box will pop up confirming deletion of the note. Click **OK** to continue.

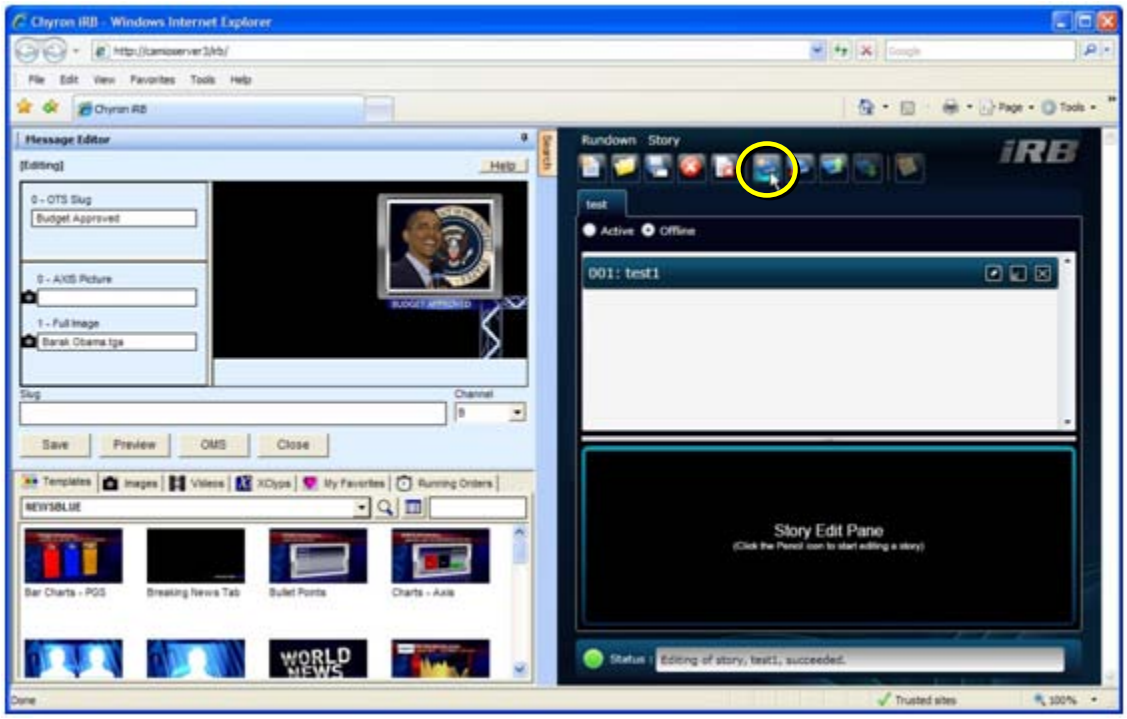
Click **SAVE** to accept the changes to the Story and publish it to the iRB Rundown.



3.8. Working with iRB Stories and Rundowns

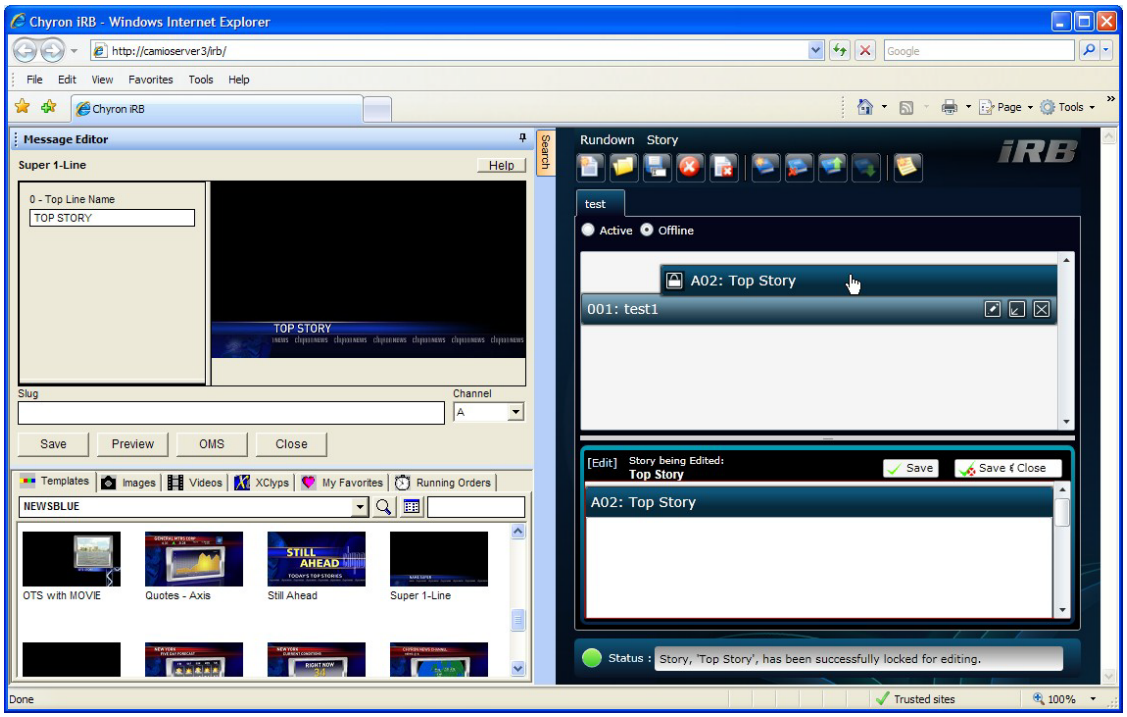
3.8.1. Adding a new Story

On the iRB Tool bar, click the **NEW STORY** icon. The **Create Story** pop up dialog box appears. Input the proper information and click **OK**. The New Story appears in the Rundown, ready for the addition of graphics and Notes.



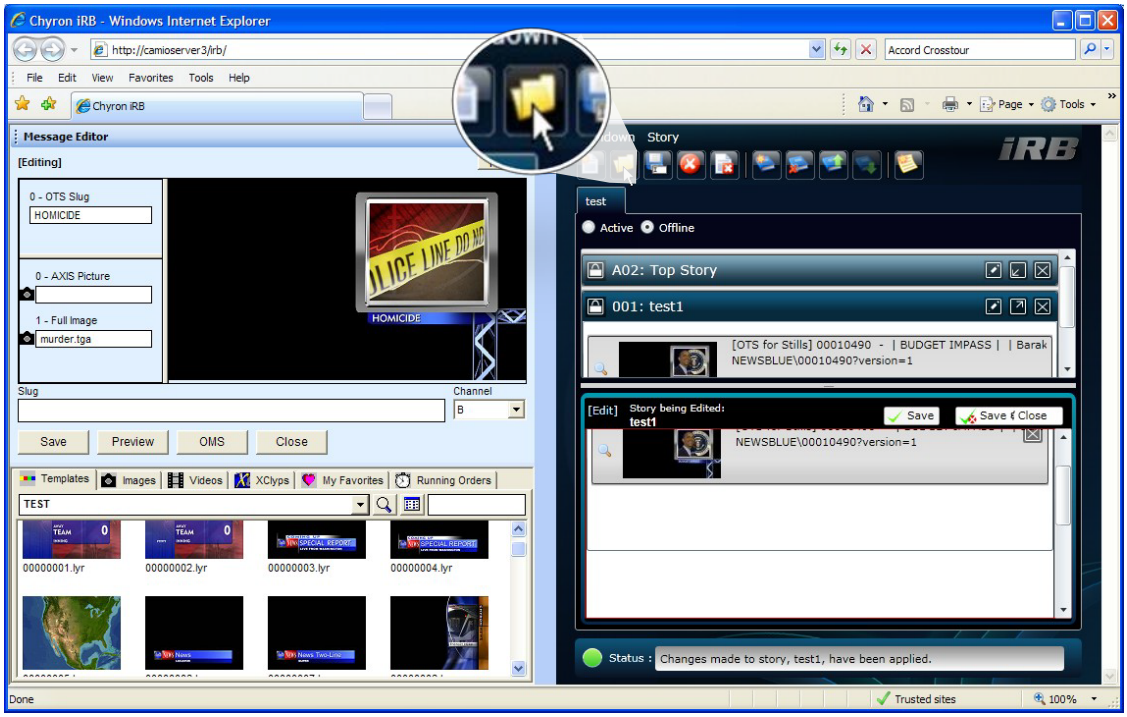
3.8.2. Reordering Stories in an iRB Rundown

To reorder stories in a Rundown, click and drag the Story title bar to move it to the desired location in the Rundown. Release the mouse button when the Story is in the desired location.

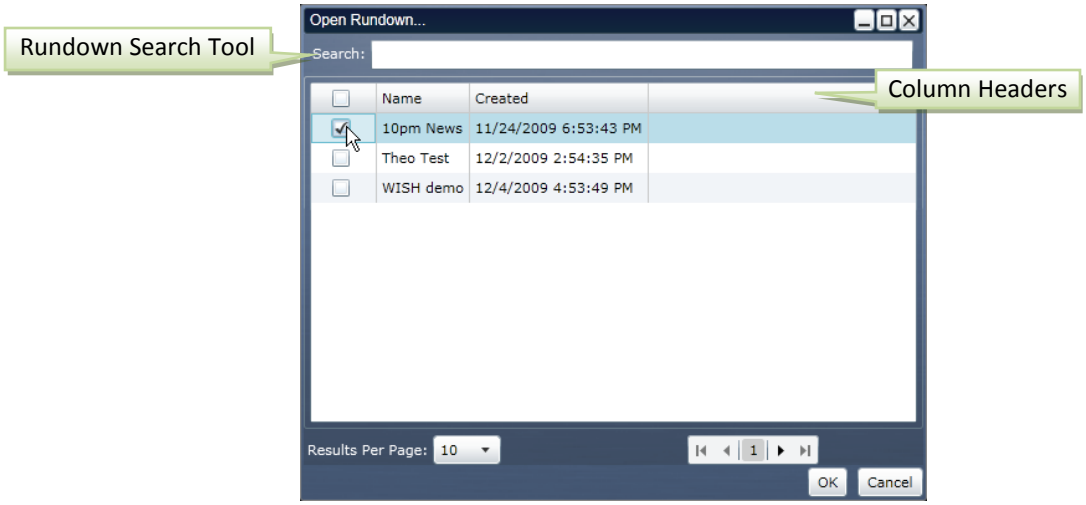


3.8.3. Opening an Existing iRB Rundown

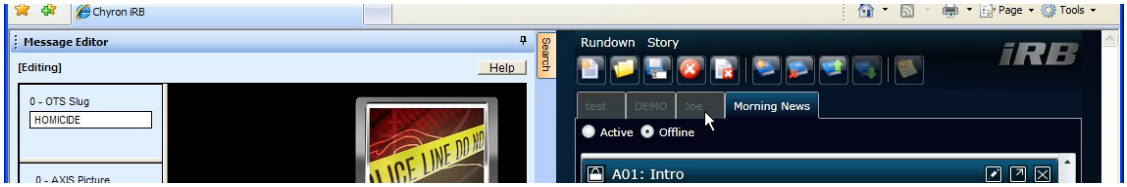
To open an existing iRB Rundown, click on the **Open Rundown** icon on the iRB Tool bar.



The *Open Rundown* dialog box appears as a popup menu. Click the checkbox of the desired Rundown(s) to be opened. Multiple Rundowns may be opened at the same time (by multiple users, as necessary). Click **OK** to continue. If the list of rundowns is large, a search tool has been added to the top of the Open Rundown dialog box. Typing in a value will filter the list of rundowns to just those that contain the string of text entered. By default, the rundowns are sorted by Name. To change the sort order to a different value, click on the header of the desired column. Clicking on the same header a second time will switch the sorting from ascending to descending.

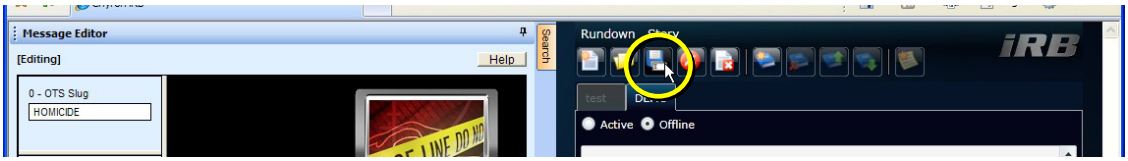


In iRB, multiple open Rundowns appear as tabs across the top of the iRB Rundown container. Click the desired Rundown's tab to select it for editing or viewing.



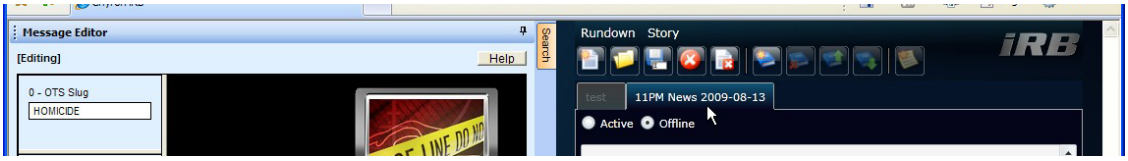
3.8.4. Renaming the Current iRB Rundown

To rename the current iRB Rundown click on the **SAVE AS** button on the iRB tool bar.



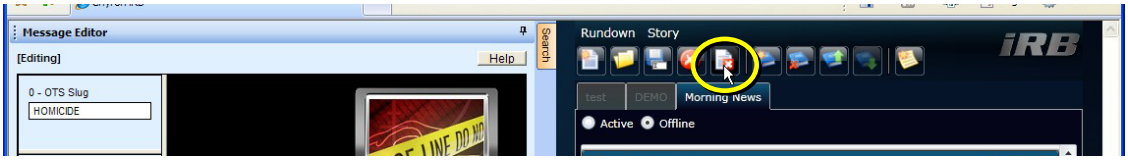
The *Save Rundown As* dialog box appears. Enter the new Rundown Title and click **OK** to save the current Rundown with the new name.

The current Rundown now exists as a file with the new name. The originally-named Rundown remains available in iRB with the latest changes. To use the original Rundown, it must be re-opened in iRB.



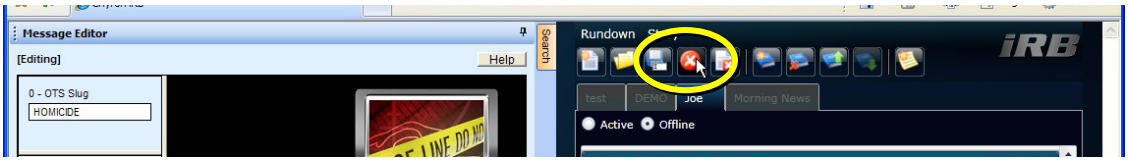
3.8.5. Closing the Current iRB Rundown

To close the current Rundown in iRB, click the **CLOSE RUNDOWN** icon on the tool bar. The current Rundown is closed for the local user, and can be reopened at a later time, remaining available to other users.



3.8.6. Deleting a Rundown in iRB

To permanently delete the current Rundown from iRB, click the **DELETE** icon on the tool bar.



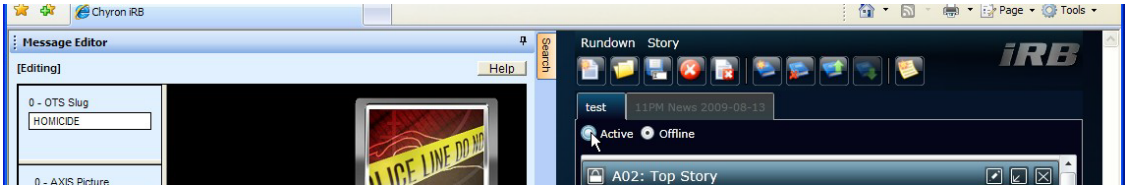
The *Delete Rundown* dialog box appears. Click **YES** to confirm the deletion of the Rundown from the iRB server. **There is no** UNDO for the act of deleting a Rundown.

3.9. Publishing an iRB Rundown to the Control Room

In order to publish a Rundown to CAMIO and the playout devices, the Rundown must be marked as "Active". Any changes made to a Rundown and its stories (Add Story, Remove Story, Insert Graphic, Delete Graphic, Edit Graphic, etc.) are **immediately** published by iRB to the CAMIO server and the playout devices in the control room.

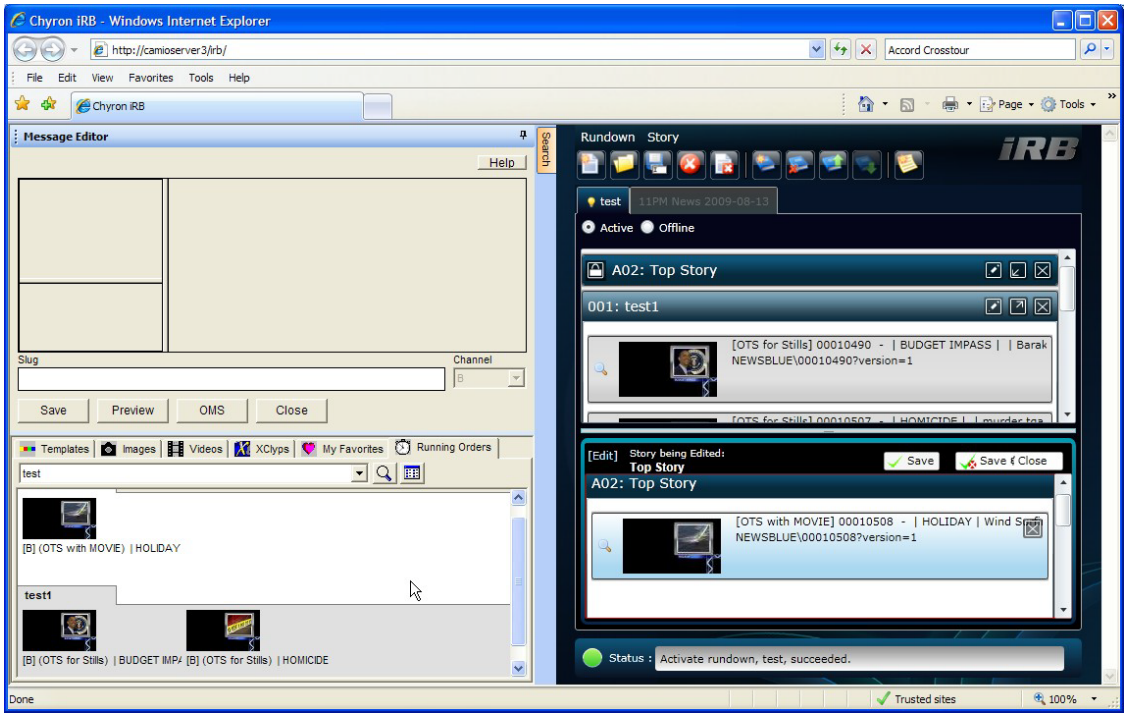
3.9.1. Activating the iRB Rundown

Selecting a Rundown in iRB and clicking the **Active** radio button will publish the Rundown to CAMIO and create a corresponding Running Order in iSQ* and iSQ's connected playout devices. On the Rundown tab, the light bulb pictured above will appear to indicate that the Rundown is currently active.



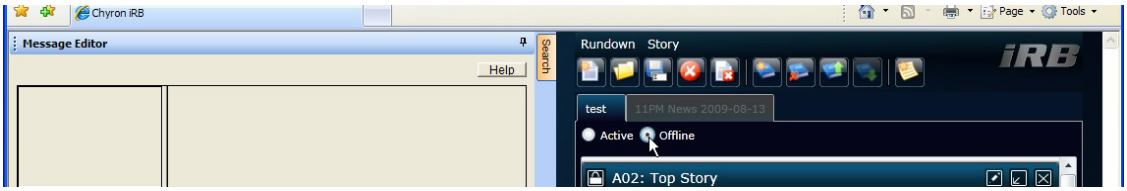
iSQ is Chyron's **intelligent sequencer single-user, multiple-device MOS playout control interface.*

To quickly view the Active Rundown, select the RUNNING ORDERS tab in LUCI, and select the RUNNING ORDER for the recently activated Rundown. The graphic content should appear in LUCI's Asset Grid, showing the stories and their contents in their order of appearance within the show.



3.9.2. Setting an iRB Rundown to Offline

Clicking a Rundown's **OFFLINE** radio button stops publication of the Rundown to CAMIO. The Running Order will no longer update on iSQ or the playout devices.



For additional assistance with iRB, contact Chyron Customer Service at 631-845-2132.

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